

# The Witcher TRPG unofficial ship DLC v0.1

## Introduction

Welcome to this unofficial DLC expansion for the Witcher Tabletop Roleplaying Game (TRPG). This supplement is a fan-made addition to the existing game, drawing inspiration from the foundational works of u/Goody\_Addams, as well as insights and elements found within official DLCs.

### Acknowledging Inspiration:

This expansion builds upon the imaginative groundwork laid by u/Goody\_Addams, incorporating their creative concepts into the world of the Witcher TRPG. Additionally, it integrates elements from official DLCs to simplify searching and adjusts others.

### Disclaimer:

Please note that this DLC is an unofficial creation and not affiliated with the official Witcher TRPG creators or developers. While it seeks to enhance and expand the gaming possibilities within the Witcher universe, it is important to consider this as a supplementary fan-made addition.

If you have improvement ideas or additions, feel free to share them with me! (u/\_Squid\_of\_Doom\_)

### Enjoy the Adventure:

Embrace the seas, navigate thrilling encounters, and explore new horizons with these additional ship systems and mechanics. May this expansion bring further depth and excitement to your Witcher TRPG adventures!

## Ships

### Ship Attributes

**Size & Type:** Ships come in various sizes and types, ranging from smaller sloops to colossal war vessels. Each ship type serves distinct purposes, from agile exploration vessels to powerful warships.

**HP (Hit Points):** This represents the ship's durability and resilience in combat or adverse conditions. It determines the vessel's ability to withstand damage before becoming inoperable or sinking. Notably, when HP falls below 20%, the ship's maneuvers incur a -10 Modifier due to compromised structural integrity. On 0% the vessel sinks without any chance of recovery.

**Speed:** This attribute indicates the rate at which the ship can move straight across the water during one turn. Each square represents 10m. The ship's speed on sail refers to its velocity when propelled by wind, while speed on oars denotes its manual rowing speed.

**Maneuverability:** This attribute measures how easily and swiftly a ship can change direction or execute intricate maneuvers. Higher maneuverability grants a bonus to sailing skill checks, facilitating smoother and more precise maneuver execution.

**Crew:** The crew attribute specifies the minimum number of crew required to maneuver the ship effectively, up to the maximum capacity it can support. For crew, a minimum of 2 in the sailing skill is required.

**Comfort:** Reflecting the living conditions aboard the ship, comfort ranges from basic accommodations for the crew to luxurious quarters suitable for esteemed captains or passengers. It determines the morale and well-being of the crew, impacting their performance during prolonged journeys.

**Weapons:** Every ship with a deck can be equipped with mounted weapons. Some ships come equipped with weaponry for defense or offense, such as scorpions, ballistas, or other specialized armaments. These armaments enhance the ship's combat capabilities, providing options for engaging in naval conflicts or defending against threats.

**Accessory Slots:** This attribute represents the ship's capacity for additional enhancements or modifications. Accessory slots allow for the installation of various accessories or upgrades that augment the ship's capabilities or offer utility, improving its overall functionality and versatility.

## Generic ship types

### *Sloop (6-20m length) - Cost estimate: 2500 Crowns*

*A sloop is a single-masted sailboat with a fore-and-aft rig. It typically has a mainsail and a headsail (jib or genoa). Sloops are known for their versatility, ease of handling, and are commonly used for both racing and cruising due to their manageable size.*

- **HP:** 80
- **Speed:** 40-50m on sail, 20 on oars
- **Maneuverability:** 4
- **Crew:** 2-8
- **Comfort:** 5 (crew quarters with some luxury for the captain)
- **Weapons:** -
- **Accessory Slots:** 2-4

### *Cutter (7-14m length) - Cost estimate: 2300 Crowns*

*A cutter typically refers to a single-masted sailing vessel with a single headsail and multiple other sails. Cutters are known for their speed and maneuverability.*

- **HP:** 75
- **Speed:** 45-55m on sail, 15 on oars
- **Maneuverability:** 4
- **Crew:** 2-6
- **Comfort:** 3 (basic sleeping quarters for the crew)
- **Weapons:** -
- **Accessory Slots:** 1-3

### *Schooner (15 to 30m length) - Cost estimate: 2700 Crowns*

*A schooner is a sailing ship with two or more masts, where the foremast is shorter than the mainmast. Schooners are rigged with fore-and-aft sails, with the mainmast carrying the larger sails. They are known for their speed and are often used for fishing, coastal trading, and private vessels.*

- **HP:** 90
- **Speed:** 45m on sail, 15 on oars
- **Maneuverability:** 3
- **Crew:** 4-10
- **Comfort:** 2 (cramped sleeping quarters for the crew)
- **Weapons:** -
- **Accessory Slots:** 1-2

### *Brig (20-40m length) - Cost estimate: 4000 Crowns*

*A brig is a two-masted sailing vessel with square sails on both masts. It often has a foremast shorter than the mainmast. Brig rigs were popular in the past for their speed and maneuverability and are commonly used as both warships and merchant vessels.*

- **HP:** 160
- **Speed:** 35m on sail, no oars
- **Maneuverability:** 3
- **Crew:** 8-15
- **Comfort:** 4 (basic crew quarters, storage area for maps and exploration gear)
- **Weapons:** Forward-facing harpoon launcher
- **Accessory Slots:** 2-4

## Special Ship Types

### *Skellige Longship (20-40m) - Cost estimate: 3500 Crowns*

Longships are vessels for exploration, trade, and warfare. They are long and slender, designed for both rowing and sailing, with a shallow draft that allowed navigation in rivers and coastal waters.

- **HP:** 80
- **Speed:** 60m on sail, 30m on oars
- **Crew:** 14-25
- **Comfort:** 1
- **Maneuverability:** 5
- **Weapons:** None, but 7 shields per side (acts as full cover for rowers, considered Raider Shields)
- **Accessory Slots:** 3-5
- **Specific Accessories:**
  - Hidden Crates (storage crates in the deck)
  - Longship Ram
  - Drag Net

### *Temerian Ship (30-40m) - Cost estimate: 6000 Crowns*

*The Temerian Ship boasts formidable endurance with its robust hull, fortified with a single frontal ballista. Designed for comfort, it accommodates a crew of six with amenities and features a cleverly engineered retractable boarding apparatus and a net for resource gathering.*

- **HP:** 240
- **Speed:** 20m on sail
- **Crew:** 10-30
- **Comfort:** 6
- **Maneuverability:** 2
- **Weapons:** Single ballista at the front
- **Accessory Slots:** 2-4
- **Specific Accessories:**
  - Drag Net
  - Retractable Boarding Boards (immovable by enemy ships)

#### *Nilfgaardian Warship (30-40m length) - Cost estimate: 10.000 Crowns*

*Sleek and lethal, the Nilfgaardian Warship is a swift force on the seas. Armed with two precision Scorpions capable of launching devastating payloads, it couples speed with firepower. Augmented by a precision aiming device, its arsenal strikes fear into adversaries, ensuring precise and deadly assaults.*

- **HP:** 200
- **Speed:** 40m on sail, 20m Oars
- **Crew:** 12-22
- **Comfort:** 5
- **Maneuverability:** 3
- **Weapons:** Two Nilfgaardian Scorpions or ballistas for bombs/vials of Zerrikanian Fire
- **Accessory Slots:** 2-4
- **Specific Accessories:**
  - Nilfgaardian Precision Aiming Device (+3 WA with Scorpions)

#### *Cidarian Hippoi (50-60m length) - Cost estimate: 7000 Crowns*

*Hippoi are heavy and powerful, designed for both rowing and sailing, often equipped with multiple decks and used in naval battles*

- **HP:** 320
- **Speed:** 40m on sail, 20 on oars
- **Crew:** 18-30
- **Comfort:** 1
- **Maneuverability:** 3
- **Weapons:** Single ballista on the back
- **Accessory Slots:** 3-5
- **Specific Accessories:**
  - Longship Ram (doubles ramming damage, halves damage to ship)
  - Fire Resistant Tarring (halves fire damage)
  - Drag Net (gathers fish when deployed)

#### *Ship Upgrades*

Upgrades allow a ship to increase the Accessory Slot count. The maximum of these additional Accessories is determined by the ship length (minimum: 1) for 1000 crowns each. This means that a Cidarian Hippoi can have up to 6 additional Accessory Slots which lead to a total of 11.

## Weapons

Every ship can be equipped with a harpoon. Ships with a deck can be armed with a scorpio. The ballista needs additionally a vessel with a length of at least 40m to withstand the recoil and meet space requirements. it is mainly used by Nilfgaardians. Ballistas can fire bolts, big rocks and also bombs.

### Weapon Effects

**Armor Piercing:** The weapon negates the damage resistance of any armor that they hit. Improved Armor Piercing weapons also halve the SP value of the armor they hit.

**Mounted:** This weapon is fixed in one place rather than being held. A character must take an action to set up the weapon where they want to use it and must take an action to pack it up when they want to move it again.

**Crew Reload:** It takes 2 actions to reload this weapon. These actions can be taken by two separate people.

**Ram:** Bonus damage according to length of ramming vessel. Half of total damage will be taken by the ramming vessel.

### Weapons

Name	Type	WA	DMG	Rel.	Hands	RNG	Effect	Weight	Cost
Harpoon	P	+1	7d6	10	2	40m	Mounted	5 kg	400
Scorpio	P	+0	10d6	20	2	200m	Crew Reload, Mounted	40 kg	2500
Ballista	P	+0	15d6	25	2	300m	Crew Reload, Mounted	140 kg	4000
Ram	B	+2	5d6	N/A	-	N/A	Ram	-	-

### Bolts

Name	Type	Avail.	Rel.	Effect	Conc.	Weight	Cost
Standard Bolt	P	Common	10	—	N/A	2 kg	50
Breaker Bolt	B	Rare	10	Ablating	N/A	2 kg	75
Piercing Bolt	P	Rare	10	Armor Piercing	N/A	2 kg	75
Harpoon	P	Common	5	Armor Piercing	N/A	1kg	100
Grapple	P	Rare	5	-	N/A	1kg	200

## Accessories

Accessory	Effect	Cost
<b>Reinforced Hull</b>	Increases HP by 20-30 points -10 Speed	1000-1500
<b>Improved Sail(s)</b>	Increases Speed by 10	800-1300
<b>Enhanced Rudder</b>	Increases Maneuverability by 2 points	1000
<b>Crew Quarters Upgrade</b>	Improves Comfort by 1 point	600-1000
<b>Crew Quaters Optimization</b>	Increases maximum crew size by 3	700-1200
<b>Stations Optimization</b>	Decreases minimum crew size by 2	1000-1300
<b>Weapon Upgrade</b>	Upgrades a weapon to increase weapon accuracy +1 and add +1d6 damage	1500
<b>Hidden Compartment</b>	Allows for discrete storage of contraband or goods (Awareness DC 18)	800-1200

<b>Quick-Release Sail</b>	Enables faster deployment and stowing of sails. Maneuverability +2	1000-1500
<b>Cargo Crane</b>	Facilitates easier loading/unloading of cargo/animals	700
<b>Repair Tools Compartment*</b>	Allows for easier repairs. Crafting Skill Checks +5 for repairs. Also acts as stationary Crafting Tools toolkit.	800-1200
<b>Diving Bell</b>	Enables underwater exploration or salvage operations. Needs constant pumping of air on the ship	2000
<b>Galley upgrade</b>	Allows for more refined meals during travels. Comfort +3	2300-3000
<b>Crow's Nest*</b>	Awareness +5 bonus for distance checks	900-1300
<b>Smoke and Fog Emitter</b>	Gives +3 bonus for stealth or defense checks via sailing. Lasts 10 minutes and needs to be recharged with special herbs and other materials ~200 crowns.	3000
<b>Marine Apothecary Station*</b>	Adds a small laboratory that gives a +3 bonus to First Aid or Alchemy checks onboard.	1800
<b>Barrel Floats</b>	Provides additional stability in rough seas or during battles. Speed -10 and Sinking starts at -10% HP.	700-1400
<b>Net</b>	Catches ~1d6 Fishes in an hour or collects floating debris or items during travel. -10 speed during use.	300
<b>Tactical Signal Flags</b>	Provides a set of standardized communication flags, allowing for quick and precise communication between ships in a fleet or with shore stations and provides a +3 bonus to tactics.	800
<b>Spike Ballast*</b>	Strategically placed spikes on the ship's underside deter sea creatures or hostile entities attempting to board. Malus of -5 to Sailing or swimming near the ship. -30 Speed.	1000-4000
<b>Storm Lanterns*</b>	Equips the ship with sturdy lanterns resistant to strong winds and rain, providing improved visibility and safety during night travel or adverse weather conditions.	700-1000
<b>Anchors Hold</b>	Reinforces the ship's Anchor and rope/chain system, granting a +3 bonus to anchor-based maneuvers, such as emergency stops or sudden turns. Anchor related fumble table result -2.	1000-4000
<b>Sailcloth Water Collection System **</b>	Collects water during rain (1d6 day rations per hour). Halves during storms (minimum 1)	1000
<b>Seabird Roosts**</b>	Attracts seabirds, aiding in detecting fish schools or nearby land. Provides +2 to Awareness checks for finding fish or spotting land.	900

\* Can only be installed once

\*\* Can only be installed once per mast

## Maneuvers

Maneuver	Difficulty	Effect
Forward Movement	Easy (10)	Move forward a number of squares equal to the ship's current speed (10m per square).
Turn	Medium (15)	Rotate the ship 90 degrees in either direction. With a radius of 5. <b>Important:</b> Needs to be executed by another crew member or player through just saying port or star board direction. Neither left or right.
Hard Turn	Hard (20)	Rotate the ship 180 degrees in either direction. With a radius of 5. <b>Important:</b> Needs to be executed by another crew member or player through just saying port or star board direction. Neither left or right.
Emergency Turn	Very Hard (25)	Rotate the ship 90 degrees in either direction with a radius of 1, using the anchor. As potentially damaging maneuver roll also on the fumble table. <b>Important:</b> Needs to be executed by another crew member or player through just saying port or star board direction. Neither left or right.
Full Stop	Hard (20)	Bring the ship to a complete stop. In Movement -1/2 Speed
Sudden Stop	Very Hard (25)	Bring the ship to a sudden and abrupt stop using the anchor. As potentially damaging maneuver roll also on the fumble table.
Ramming Attack	Hard (20)	Attempt to ram another ship or object. This maneuver causes damage to both ships.

## Maneuver fumble table

Roll (1d10)	Fumble Outcome
1	Mishandled Controls: The ship veers off-course, moving 2 squares (20m) in a random direction determined randomly.
2	Tangled Rigging: The ship's rigging gets entangled, reducing its speed by half for the next 1d6 rounds.
3	Equipment Failure: A crucial piece of ship equipment malfunctions, requiring immediate attention by the crew.
4	Crew Disarray: Confusion among the crew leads to a delay in executing the maneuver, causing the ship to lose its next turn.
5	Structural Strain: The ship suffers minor structural damage, losing 5d6 HP.
6	Overturn: The ship tilts dangerously, causing everyone aboard to make a DC 15 Athletics check to avoid falling prone.
7	Anchor Jam: The ship's anchor gets stuck, making it difficult to halt or maneuver. The ship's speed reduces by half.
8	Loss of Wind: A sudden shift in the wind direction causes the ship's sails to flap uselessly, reducing speed by half.
9	Rudder Jam: The ship's rudder gets jammed, making it impossible to steer. The ship moves 1d6 squares in a random direction.
10	Catastrophic Failure: The ship suffers severe damage, losing a significant portion of its HP (roll 10d6).

Boat Name					
Drawing					
HP:		Comfort:		Maneuverability:	
Speed:		Accessory Slots:		Crew:	
Weapons			Accessories		
Inventory			Damages		
#	Item				